



4.30.2018

10 AM
PANEL DISCUSSION

11 AM — 4 PM
EXPO

ICAT CREATIVITY AND INNOVATION DAY

> *MOSS ARTS CENTER APRIL 30, 2018*



INSTITUTE FOR CREATIVITY,
ARTS, AND TECHNOLOGY

GRAND LOBBY [A]

- ConductVR
- Generative Folly
- A Digital Game to Learn Systems Thinking and Math in K12
- Observation, Ideation, and Creation in the Active Learning Curation Program
- Growing A Makerspace
- Virtual Reality Quarterback Training
- Virtual Vauquois: Immersive History
- Fog Harp: Harvesting Fog Water with Linear Wire Arrays
- Source Form
- Evaluating the feasibility of using sound to track automatically honey bee recruitment dances
- Hands-On Volcano Deformation Demonstration and Data Stream
- Exploring World War II through Digital History Projects
- Battle for Newport: Journalism in 360°

CUBE [B]

- 11:00AM-2:30PM** Sideways 3D Printing with a Robotic Arm
- 11:00AM-1:00PM** Bringing Fossils Back to Life: An Immersive Fossil Excavation
- 1:15PM-2:30PM** Escape The Cube
- 2:45PM-4:00PM** Second Body Awareness (Holo Studies 1 - 5)

EXPERIENCE STUDIO [C]

- Surveil

PERFORM STUDIO [D]

- 11:00AM-1:00PM** VaRt
- 2:00PM-4:00PM** Sonification of Emergence

SANDBOX [E]

- Collaborative and Distributed Mixed-Reality
- Smart Built Environments: FutureHAUS
- Immunology VR: A Story about Neutrophils
- The Augmented Reality Desktop
- Telekinesis Done Right - A VR Game Using Hand Gestures
- Ghosts in the Attic! - Progressive Refinement Selection VR Demo

MERRYMAN FAMILY LEARNING STUDIO [F]

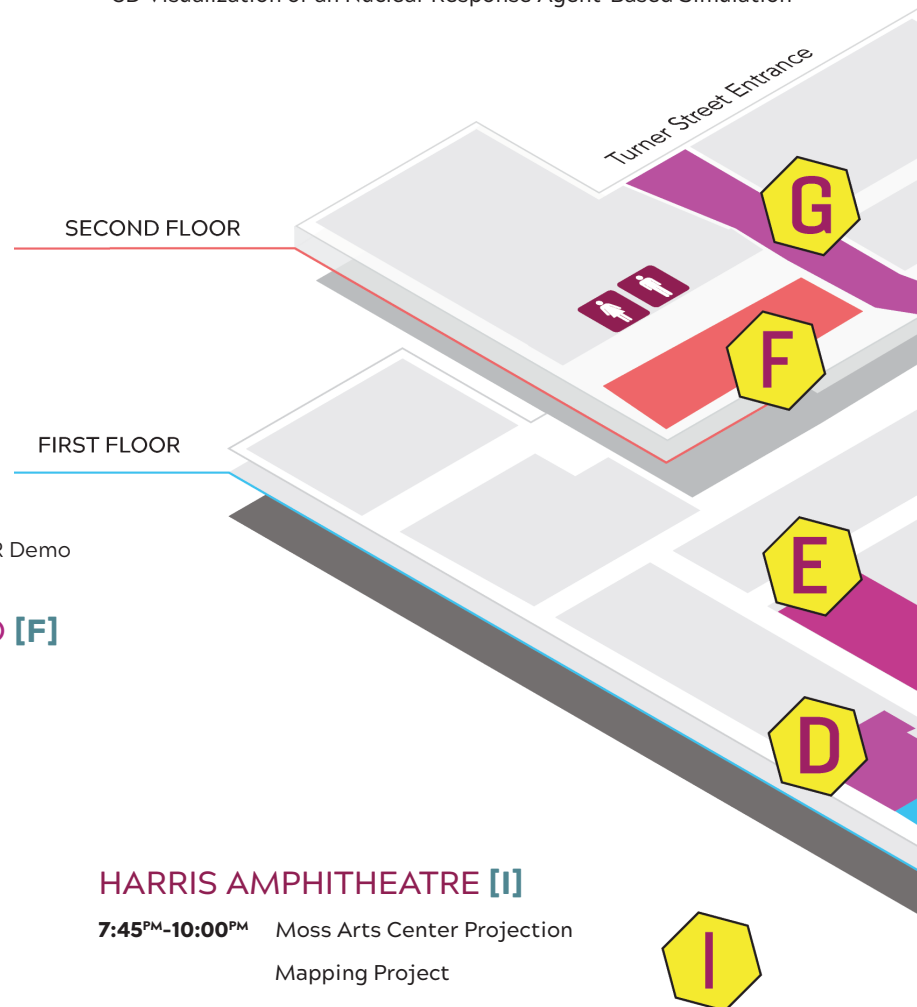
- Multimedia, Hypertext, and Information Access capstone team term projects sampling
- Fractaleyeyz
- Get the Apple: a game of frustration
- Retail 2.0
- Lens: A Game About Perspective
- The Forest
- FeelTime
- Drone Storytelling

FRANCIS T. ECK EXHIBITION CORRIDOR [G]

- Dynamic lighting in the Sandbox
- Proceduralism in the Abstract
- Practices in 2D Animation and Motion Graphics
- Singing Darwin
- Octopus
- Traffic Sonata

ORCHESTRA LOBBY (LEVEL 1) [H]

- Global Spin
- Dancing Motion of Bubbles
- The Mudline
- Mobile Nursing Workstation
- Lipid Liner: hydrocarbon insulated winter glove liner
- Redshift Education, Inc: Prototyping Virtual Reality, Hands-on Lessons
- Where Should We Protect? Identifying Potential Targets of Terrorist Attack Plans via Crowdsourced Text Analysis
- Photo Sleuth: Combining Crowdsourcing and Computer Vision to Identify Historical Portraits
- An Interactive Movie Selection Dashboard: The Journey from Data Discovery to Visualization
- Tracing the Opioid Epidemic: Identifying Potential Sources, Complications, and Areas of Crisis
- 3D Visualization of an Nuclear Response Agent-Based Simulation



HARRIS AMPHITHEATRE [I]

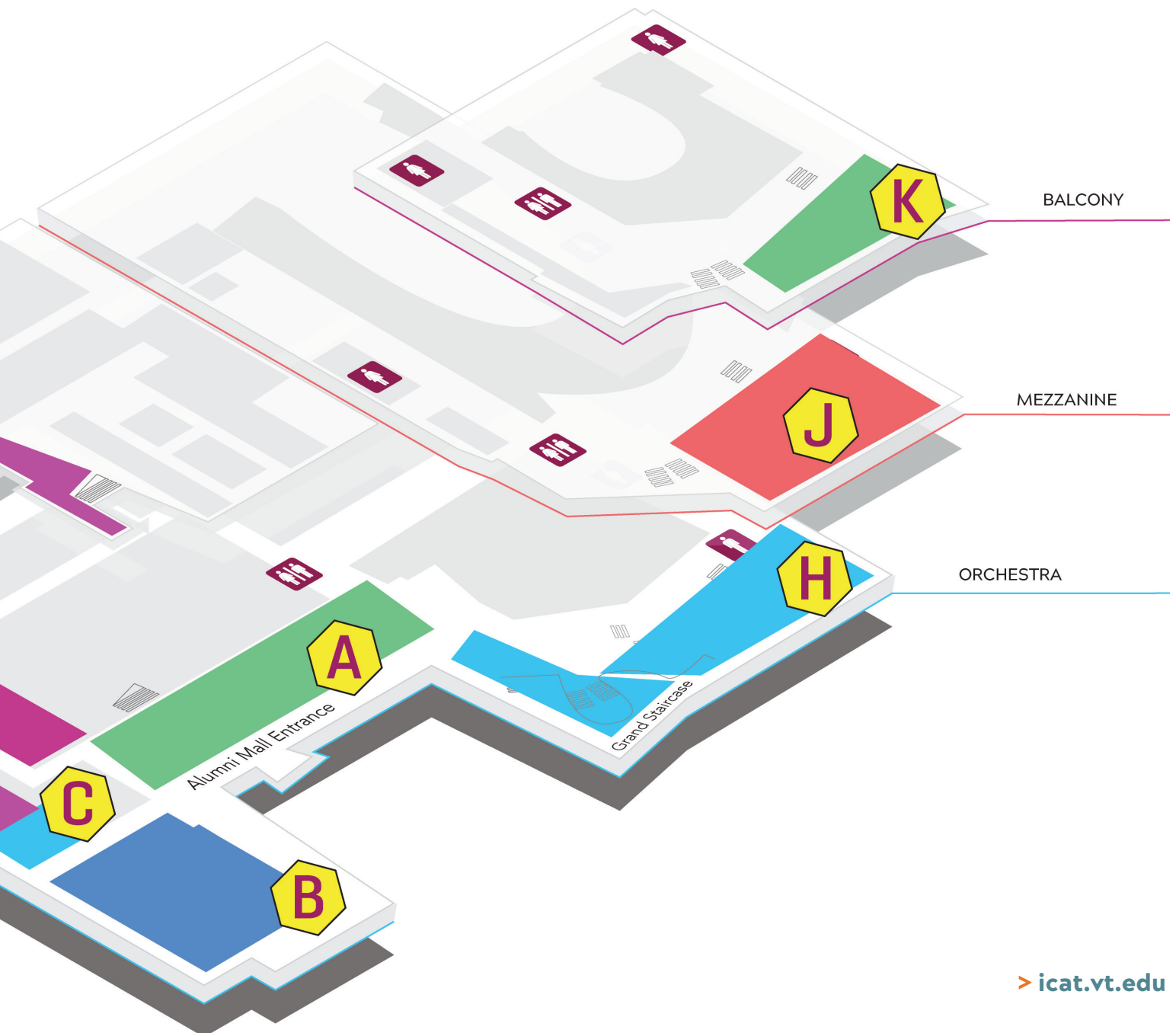
- 7:45PM-10:00PM** Moss Arts Center Projection Mapping Project

MEZZANINE LOBBY (LEVEL 2) [J]

- Visualizing Tweets on the Trail
- Technological Enhancements for the SMWV Pollinator Garden
- Water Quality and Today's Technology
- Mobile Poison Ivy Tracking on the Appalachian Trail
- GreenSites: The Sustainable Camping Application
- Tracking Birds in the New River Valley
- Picturing the trail: Investigating tensions between wanting, taking, having, and being
- How Super is your SuperMarket
- Vision of Empathy
- Wasteful: Food Waste Interactive Exhibit
- Open Arms: Tracing Refugees' Path to Asylum
- Alice, Cubed
- Bad Star: Immersive Music Performance and Video Projection Mapping

BALCONY LOBBY (LEVEL 3) [K] 11:00AM - 12:00PM

- DriveCalm
- Bright Lights
- Robotic Emergency Carrier
- Smartphone Controlled Skylight Conversion
- Simba- Automated Traffic Director Drone
- Automated Carbon Monoxide Sensing Garage Door Opener
- Henny Penny Solutions
- The EVA Board (Extending Visual Alphanumeric Board)
- Telescope: A Messaging Interaction Model for Product Discovery
- ART: Automated Robotic Tracer
- TRACE: Transportable Robust Air Composition Evaluator
- From Art to Science: Origami Explorations



TRACES **APRIL 30 — 10^{AM}**
MOSS ARTS CENTER

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HUMAN CONNECTION

Transdisciplinary exploration and research at the nexus of science, engineering, arts, and design are the core of the work of the Institute for Creativity, Arts, and Technology. Facilitated by PhD candidate Kari Zacharias, panelists Dr. Katie Biddle, Dr. Robin Queen, and Dr. Nicole Abaid reflect on the processes of building transdisciplinary teams, sharing expertise, leveraging ICAT resources, using the technology in the Cube, and discovering new ways to measure human connections.

« ICAT CREATIVITY AND INNOVATION DAY PANEL DISCUSSION »



**Katie
Biddle**



**Nicole
Abaid**



**Robin
Queen**



**Kari
Zacharias**